

PALADIN'S QUEST™



INSTRUCTION BOOKLET



EmuMovies

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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PALADIN'S QUEST™

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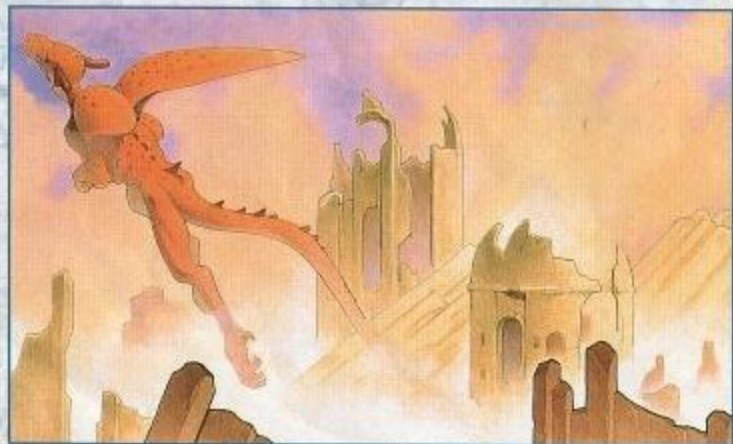
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SO BEGINS THE PALADIN'S QUEST

In ancient times, the highly advanced society of Reiyold mysteriously disappeared. Bizarre forms of machinery were all that remained of this great city. Since then, eight wise and mystic Spirits were discovered among the rubble. Upon these ruins, a Magic School was constructed. Here, great wizards study the Spirits, trying to unlock the secrets of their magic, the key to power remaining just out of reach.



Nearby, in the small town of Reiyold, great magic potential was found within the mind of a small child named Chezni. With much joy and some sadness, Chezni's mother sent him to attend the Magic School. Having a natural talent for magic, Chezni quickly became one of the school's top students. However, he will soon learn that having a "special gift" may sometimes do more harm than good.

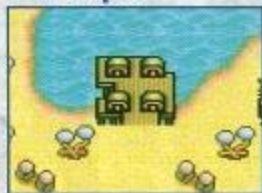
Far away, on the southern continent of Lennus, the evil dictator Zaygos has finally completed his plan for overtaking the northern continent, home of the Magic School. Unknowingly, Chezni embarks on a dare that will bring about the demise of all life as he knows it.



LENNUS WORLD MAP

The land masses of Lennus are split in two by the mighty Equator Rivers. The continent of Naskuot lies to the north, and Saskuot to the south. Ten tribes dwell in these lands, and they meet in peaceful trade as often as they meet in violent battle. Naskuot is a rich farming country, while Saskuot has only poor soil. Born in Naskuot, Chezni will sometimes face antagonism in the south.

1 LAGON



2 JURAYN



3 Magic School



4 Misuto



5 The Island of Daphne



6 The Throne of the Masters



7 Conshiuto



8 Karon



10 The Temple of Zaygos

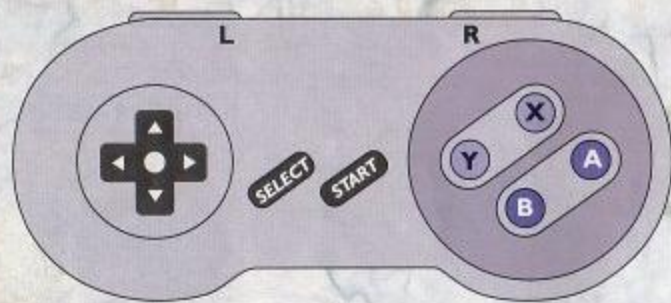


9 Roki



QUEST CONTROL

During the game, you will mainly play in two screens, the Field Screen and the Battle Screen. The controls work differently in each one.



- Field SCREEN Controller -

In the Field Screen, use the controller as described here and on Page 9. To change a button's function, see "SYS" on page 13. The buttons are described here in their default setting.



A BUTTON

In the Field Screen, to talk, land the spaceship, examine places and objects, or take other actions, push A Button.



B BUTTON

To cancel a command, you must push B Button. Pressing B to answer a yes-no question, automatically means "No."

X BUTTON

When you want to enter the Command Window, push X Button.

Y BUTTON

To check maps when you are in the Field Screen, press Y Button.



- Battle SCREEN Controller -

On the Battle Screen, you will primarily use Control Pad to take action. Below is an explanation of how the Controller works.

CONTROL PAD

In battle, use Control Pad like this: Push up for option #1. Push right for option #2. Push both down and right for #3. Push down for option #4. Push both down and left for option #5. Push left for option #6.



The L, R, Start, and Select Buttons will not be used in this game.

A BUTTON

To choose the option to the right of the cursor, push A Button.

B BUTTON

Press B Button to cancel a command and return to the previous one.



BEGINNING THE GAME

At the start of PALADIN'S QUEST, you can watch a demo about the characters or return to an earlier game.

Mode Selection

To begin play, insert the Game Pak into the control deck and turn on the power. When the screen appears, select one of the modes.

NEW GAME
CONTINUE
DEMO

NEW GAME

If you are playing for the first time, or want to begin a new game, select New Game. To do this, move the cursor to that mode with Control Pad and push A Button. You can then choose to change the names of the main characters, Chezni and Midia.

CHANGE NAME

Use Control Pad to move the cursor to a letter, then push A Button. Push B Button to cancel.



CONTINUE

You can save up to four games. To return to one of them, select Continue mode. A list of the saved games will appear. Move the cursor to your game with Control Pad and push A Button. You will begin the game from the point where it was last saved.



DEMO

If you do not select any of the three modes, or if you choose Demo, you can watch the story of Lennus unfold and see the main characters.



GAME OVER

When you lose all the members of your party, the game will end. The Select Mode screen will then appear, and you can choose one of the three modes: New Game, Continue, or Demo. If you have saved your game, or if you want to return to a previous game, select Continue. The game chosen will open at the place where you last saved it. Or, if you want to start over from the beginning and try a different strategy, choose New Game.



SAVE GAME

You can always save your game at a Hotel. You can save in other places throughout the game, such as in caves or laboratories, but this happens randomly--don't count on it.



THE SCREEN

You will automatically switch between Field Screen and Battle Screen as you travel and meet enemies.

The Field Screen

Press X Button while you are in the Field Screen to bring up the Command Window. In this window, you can choose one of six options: EQP, STR, RANK, EXIT, MGC, and SYS.



EQP

When you select EQP, four more options appear. Move the cursor to the one you want, then press A Button.

USE

Select characters to use their equipped items. If the item you want is not equipped, choose Item Bag. You can use items directly from the Item Bag.

EQUIP

To use Weapons, Armor and Items in combat, choose them here. You can only do this for Chezni and Midia.

ABNDN

Sell or throw away the items you do not need.

ORDER

Put the cursor on an item, push A Button, use Control Pad to move that item, then push A Button again.

STR

Choose this option, then pick a character and push A. Two new options appear: ABILT and MAGIC.

ABILT

This shows you the weaponry and items of a character, as well as his or her status.

MAGIC

Select this to check a character's Spirit Meter and spells. Pick a spell and push A Button to see its effects.

RANK

The front member of your party faces the worst of enemy attacks. Use this option to move the person with the most HP to the head of the group.

EXIT

To send away a mercenary, select this command. Use Control Pad to pick that person, then press A Button or the button you have chosen.

MGC

Select Use to cast spells or choose Order to rearrange them. You cannot rearrange spells when you are in the Battle Screen.

USE

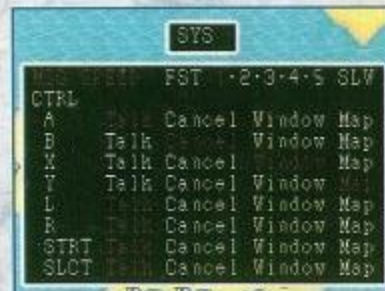
Select this option, then the person who's spell you want to use, then the spell.

ORDER

Rearrange the spells by using Control Pad and A Button.

SYS

Select this option to change message speed; 1 is the fastest. Also choose System to change the functions of buttons. What this means is that you can change what each button does. For example, you can make B or X or Y the button you use to perform the activities normally done by A Button. Modify the buttons according to the options provided.



The Battle Screen

When an enemy approaches, the Field Screen is replaced by the Battle Screen, as shown in the photos below. Now you will mainly use Control Pad.

The Field Screen



The Battle Screen



ACTION WINDOW

Before any action occurs, you must decide what you will do. Four options are offered: SPELL, DEFEND, WEAPON, and RUN. Choose one.

SPELL

This presents the list of spells available. The ones with green letters are useless for attacking.

WEAPON

Select the weapon or item you want. It can't be used unless it was chosen under EQP.

DEFEND

The character will concentrate more on defense than offense, to reduce damage by half.

RUN

Use this option if your party has low HP or an injured member. Escape is not guaranteed.

Enter battle commands for all characters. When finished, you must confirm your choices. Pick No to make changes. Answering Yes begins the fight, and you can't change anything until a round ends.

IDENTIFYING SYMBOL

The HP count for each character appears at the bottom of the Battle Screen. Getting wounded or casting spells uses up HP. When someone is affected in the following ways, a symbol identifying the injury replaces the HP count.

POISONED

When a character has been poisoned, he or she will lose some HP for each step taken after a battle.



CONFUSED

This is a dangerous malady that causes a character to brutally attack friends as well as enemies.



PARALYZED

You can restore a person who has been paralyzed only by using a special item or by casting a spell.



SWALLOWED

A swallowed character can only be freed when the responsible enemy is defeated.



FROZEN

Only magic inflicts this damage. Recovery comes naturally, but slowly. Remedy the condition.



UNCONSCIOUS

This injury takes all of a character's HP. You cannot restore that person until the battle is over.



IMPROVING BATTLE SKILLS

To defeat the monster, and then challenge Zaygos and win, Chezni and Midia must develop their skills.

Ability

As a character defeats enemies, his or her experience points increase. Once the points reach a certain number, he or she will Level Up to a greater degree of skill.

The Level Up improves a character's abilities (described below). Chezni and Midia must fight often to Level Up.

POWER

This measures a character's Attack Power without counting any Weapons or Items.

SP

Here you see the natural speed of a character. This also doesn't include either Weapons or Items.

ENDUR

This indicates a party member's defensive capabilities without Armor or Shield.

LUCK

Having a lot of Luck helps a character avoid enemy attacks, improving the chances for survival.

| | |
|----------|-----|
| POWER | 90 |
| SP | 130 |
| ENDUR | 87 |
| LUCK | 140 |
| ATTCK | 112 |
| DEFENSE | 116 |
| ATTCK SP | 134 |

ATTCK

This is the measure of a party member's Attack Power including weaponry.

DEFENSE

Look here to see a person's defense ability with Armor and Shield.

ATTCK SP

This demonstrates the character's agility with Items or Weapons.

Spirits

By combining the eight Spirits, you can create 37 different spells. You can't use a Spirit to cast spells unless you have the proper book. The power of a spell will increase each time it is cast. The Spirits are: **E**=Earth, **W**=Water, **F**=Fire, **S**=Sky, **L**=Light, **A**=Air, **H**=Heart, and **Sp**=Sphere.



TOWNS AND VILLAGES

Visit every town and talk to the inhabitants to learn the latest news. Each town has the following establishments:

HOTEL

One way to recover from injuries or save the game is to stay at a Hotel. The amount charged differs at each Hotel, but it's worth the cost. Everyone in your party will fully recover their HP.



TOOL HOUSE

The proprietors don't accept trades, but they will buy items you no longer need. You must pay for new items.



LEARNING CENTER

In these shops you can purchase the Books of Spirits. Each store offers two books.



WEAPONS AND ARMOR STORE

You should sell old weaponry here, and upgrade. Look around carefully for new things to buy.



SOLDIERS OF FORTUNE

The maximum number of people in your party is four. Usually, two are the hero and heroine, and you can hire two mercenaries. Sometimes Midia must leave to look after her parents. You can replace her with a third mercenary.



| | | | |
|---------------|--------------|-----------------|--|
| ...Level | ...Power | ...Luck | ...Defense Power |
| ...Experience | ...Speed | ...Attack Power | ...Attack Speed |
| ...Hit Point | ...Endurance | ...Spirits | 1. Earth 3. Heart 5. Light 7. Sphere 2. Fire 4. Air 6. Sky 8. Water |

Gorf

| | | | |
|-----|----|----|----|
| 14 | 70 | 55 | 76 |
| 211 | 60 | 87 | 63 |
| 440 | 54 | — | — |

Dan

| | | | |
|-----|-----|-----|-----|
| 17 | 85 | 90 | 69 |
| 287 | 100 | 125 | 101 |
| 515 | 52 | — | — |

Zuran

| | | | |
|-----|-----|-----|-----|
| 18 | 90 | 110 | 82 |
| 319 | 130 | 98 | 130 |
| 520 | 63 | 8 | — |

Destry

| | | | |
|-----|-----|-----|-----|
| 21 | 95 | 115 | 116 |
| 435 | 115 | 111 | 119 |
| 590 | 72 | 3/6 | — |

Slayer

| | | | |
|-----|----|-----|-----|
| 20 | 90 | 100 | 130 |
| 392 | 90 | 110 | 94 |
| 565 | 77 | 1/8 | — |

Wild

| | | | |
|-----|-----|-----|-----|
| 21 | 82 | 115 | 96 |
| 33 | 125 | 112 | 125 |
| 645 | 80 | 6/8 | — |

MeanMa

| | | | |
|-----|-----|-----|-----|
| 22 | 90 | 140 | 116 |
| 482 | 130 | 112 | 134 |
| 665 | 87 | 5/7 | — |

Fastjo

| | | | |
|-----|-----|-----|-----|
| 25 | 110 | 150 | 82 |
| 658 | 140 | 137 | 140 |
| 850 | 82 | 3/4 | — |

Gunny

| | | | |
|------|-----|-----|-----|
| 36 | 162 | 160 | 156 |
| 2055 | 150 | 209 | 150 |
| 1020 | 127 | — | — |

Bean

| | | | |
|------|-----|-----|-----|
| 39 | 166 | 100 | 200 |
| 2803 | 200 | 242 | 200 |
| 1040 | 132 | — | — |

JRazav

| | | | |
|------|-----|-----|-----|
| 42 | 180 | 220 | 226 |
| 3824 | 220 | 305 | 220 |
| 1120 | 137 | — | — |

GRazav

| | | | |
|-----|-----|-----|-----|
| 20 | 99 | 133 | 171 |
| 149 | 111 | 176 | 116 |
| 610 | 55 | — | — |

Checan

| | | | |
|------|-----|-------|-----|
| 43 | 188 | 230 | 209 |
| 4241 | 230 | 228 | 237 |
| 1165 | 100 | 1/3/7 | — |

Lilie

| | | | |
|------|-----|---------|-----|
| 42 | 170 | 250 | 184 |
| 3824 | 230 | 240 | 238 |
| 1110 | 132 | 2/3/4/5 | — |

Chen

| | | | |
|------|-----|-----|-----|
| 43 | 270 | 200 | 161 |
| 4241 | 240 | 270 | 240 |
| 1210 | 132 | — | — |

Blades

| | | | |
|------|-----|-------|-----|
| 44 | 188 | 270 | 218 |
| 4700 | 250 | 226 | 255 |
| 1230 | 155 | 4/6/8 | — |

Mouth

| | | | |
|------|-----|---------|-----|
| 47 | 205 | 240 | 230 |
| 6415 | 235 | 272 | 240 |
| 1270 | 151 | 4/5/7/8 | — |

Nails

| | | | |
|------|-----|-----|-----|
| - | 260 | 250 | 200 |
| - | 300 | 445 | 300 |
| 3000 | 200 | — | — |

Peppi

| | | | |
|------|-----|-------|-----|
| 51 | 210 | 280 | 228 |
| 9701 | 290 | 320 | 300 |
| 1420 | 167 | 3/6/7 | — |

Hawk

| | | | |
|------|-----|-------------|-----|
| 50 | 193 | 270 | 218 |
| 4375 | 270 | 193 | 276 |
| 1380 | 154 | 1/2/3/5/6/8 | — |

You cannot give weaponry or items to soldiers, nor can you sell what they originally carried.

QUEST CLUES

As Chezni and Midia search for the monster, and later go after Zaygos, they will need to look for help in strange places and collect anything that looks useful. Each must quickly build experience.

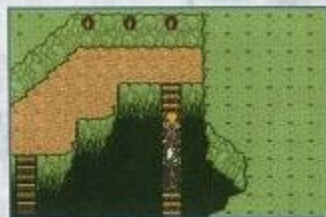
BE FRIENDLY

Take every opportunity to talk to people. If at first they are difficult, don't give up. Ask your questions two or three times. Some people who give you one answer may change it the next time you ask. Be very careful with the irritable people of Saskuot. If you feel lost or without direction, go back and talk to more people.



SAVE THE GAME

When all of the members of your party lose their HP, the game will end. When you Continue, you start at the point where you last saved, so try to save often. The enemies you face in the dungeon are fierce. They can wipe out your whole party. Save the game before descending into this ancient, man-made cavern of nightmares.



WEAPONS AND ARMOR

Upgrade the weaponry of everyone in your group whenever possible. The price of armor, items, and weapons increases as does their power (see the poster). Protective armament can work like spells or items when it is used in a battle. For example, the Fire Shield will shoot a fireball just like the spell FireS, and the Svn Shoes will increase your agility just like the spell, SPUP.



HEALING POTIONS

When far from a Hotel, the party must rely upon Healing Potions to recover HP. Each of the four Potions has its own special kind of bottle. The Potions have different effects, as described in the Items section of the poster. You can refill Healing Potion Bottles at Items Shops, so be sure to do so before venturing into the country. You cannot use a Potion in battle unless the bottle is equipped at your belt.



ROUTE

- 1 Search the town of Ratsurk for a clue.
- 2 Take time to visit Rester Island.
- 3 Camp out at the famous Skuruu site.
- 4 Find and climb Denebra Mountain.
- 5 Wander about the town of Hagudo for a while.
- 6 In Jurayn you will find something of interest.
- 7 Doubor has much to offer those who visit.
- 8 Go to the Equator and locate Daphne.
- 9 Meet Strabo in the cave of Dragon Mountain.
- 10 The town, Barsas, should not be passed.
- 11 Explore the sacred place east of Barsas.
- 12 You will find Rekuon town by the Rope Network.
- 13 Show your respect at the Throne of the Masters.
- 14 Return to the Equator to seek inspiration.
- 15 In Misuto you will obtain valuable information.
- 16 Search the cave that lies to the east of Misuto.
- 17 Let yourself be captured by the Resistance.
- 18 Spend time in the town of Conshiuto.
- 19 Be a tourist in busy Karon town.
- 20 Do not miss the Tower in the southwest.
- 21 Go see the hideout of the Resistance.
- 22 Take time to look around the town, Roki.
- 23 Carefully study the Palace in the south.
- 24 Explore the rooms of the Castle of Zaygos.
- 25 In the Tower, try to find Noi Gren.
- 26 Take heart and descend into the Dungeon.
- 27 Receive new lessons at the Magic School.
- 28 Visit Chezni's hometown, Reiyold.
- 29 Take passage out to Dasdan Island.
- 30 Locate the Unknown Island afloat in the ocean.
- 31 Find a path through the Labyrinth of Crystal.
- 32 Climb into the ancient machine, Dal Gren.

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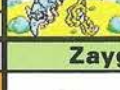











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PALADIN'S QUEST™

MONSTER DATA

| | | | |
|---|--------------------|---|----------------|
|  | HIT POINT |  | MONSTER |
|  | ATTACK POINT |  | MINI BOSS |
|  | DEFENSE POINT |  | BOSS |
|  | BATTLE SPEED | | |

| | | | | | | | | | | | | |
|--|---|---|---|--|---|---|---|---|---|---|---|---|
| Goblin | Kong | Purpbird | Hobgob | Kamikaze | Pakrat | Heliopod | Hedgehog | Spilit | Deatheye | Helioled | Slimy | Constric |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 39 | 60 | 60 | 38 | 81 | 18 | 16 | 32 | 70 | 75 | 26 | 80 | 36 |
| 53 | 70 | 85 | 75 | 85 | 38 | 40 | 58 | 85 | 98 | 51 | 110 | 56 |
| 15 | 14 | 38 | 28 | 42 | 13 | 14 | 17 | 45 | 40 | 16 | 35 | 13 |
| 7 | 18 | 52 | 41 | 58 | 4 | 5 | 4 | 68 | 60 | 7 | 10 | 6 |
| Preyer | Roterpod | F.Witch | Hupman | Lao-tse | Redball | Smush | Leech | Bombrock | Slapkong | Blackbom | Deathric | Cornrat |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 72 | 63 | 94 | 110 | 106 | 125 | 60 | 50 | 82 | 110 | 64 | 60 | 65 |
| 110 | 125 | 30 | 30 | 30 | 145 | 90 | 85 | 115 | 125 | 125 | 118 | 121 |
| 66 | 64 | 42 | 42 | 40 | 35 | 41 | 37 | 46 | 68 | 70 | 62 | 61 |
| 72 | 88 | 95 | 95 | 98 | 48 | 45 | 58 | 40 | 75 | 42 | 85 | 80 |
| Sacryfer | Windbird | T.Esper | Balloong | Redwitch | G.Goblin | Sorcerer | SusAgent | Nestpod | Whipper | Eater | Heliopit | Elepsaur |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 1448 | 190 | 235 | 140 | 190 | 98 | 125 | 380 | 110 | 260 | 140 | 125 | 280 |
| 125 | 145 | 130 | 210 | 130 | 112 | 30 | 185 | 130 | 152 | 140 | 98 | 180 |
| 55 | 90 | 60 | 65 | 65 | 68 | 42 | 75 | 45 | 75 | 72 | 68 | 78 |
| 89 | 120 | 120 | 105 | 110 | 88 | 102 | 120 | 95 | 85 | 92 | 99 | 98 |
| Worm | T.Rex | Microrat | Twinhead | Splitbug | Roterpit | Gregory | Stingbag | Madmaker | Bacteria | Parasite | Amoeba | Virus |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 120 | 350 | 87 | 190 | 420 | 195 | 220 | 110 | 240 | 82 | 84 | 92 | 95 |
| 140 | 155 | 130 | 165 | 140 | 140 | 130 | 133 | 10 | 115 | 135 | 125 | 130 |
| 85 | 79 | 50 | 60 | 70 | 78 | 60 | 85 | 60 | 75 | 80 | 72 | 78 |
| 92 | 100 | 150 | 170 | 120 | 104 | 130 | 90 | 115 | 100 | 85 | 90 | 95 |
| Landpod | Pakgrass | G.Whip | Redrock | Sticky | Cathy | Fiolan | Zmaster | Beholder | Hood | Footsaur | GusStool | Stingred |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 130 | 185 | 420 | 180 | 150 | 240 | 290 | 250 | 200 | 130 | 400 | 145 | 120 |
| 140 | 170 | 190 | 140 | 145 | 145 | 152 | 145 | 155 | 160 | 220 | 135 | 130 |
| 65 | 70 | 72 | 145 | 65 | 60 | 72 | 60 | 62 | 75 | 90 | 70 | 81 |
| 150 | 120 | 160 | 115 | 125 | 130 | 155 | 130 | 145 | 135 | 125 | 140 | 155 |
| Fake | Boy | Barerat | Redjaws | Wolfworm | Preast | Kid | Widow | Butcher | Girl | Headless | Specter | Buzzsoul |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 150 | 120 | 110 | 480 | 800 | 280 | 150 | 210 | 150 | 155 | 220 | 200 | 120 |
| 230 | 240 | 230 | 350 | 160 | 155 | 90 | 245 | 260 | 235 | 260 | 200 | 210 |
| 100 | 102 | 88 | 120 | 112 | 123 | 115 | 150 | 140 | 120 | 115 | 145 | 120 |
| 190 | 200 | 205 | 130 | 195 | 202 | 195 | 175 | 130 | 190 | 220 | 195 | 205 |
| Sleeper | Thirdeye | Flamer | Bigboss | Firesaur | Snowprey | T.Bronza | Freezer | Snowsaur | Eater | Zip | Goldgubo | Stenka |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 150 | 155 | 130 | 500 | 480 | 500 | 510 | 140 | 500 | 150 | 250 | 45 | 120 |
| 250 | 190 | 185 | 220 | 300 | 265 | 280 | 225 | 265 | 190 | 210 | 185 | 310 |
| 255 | 150 | 140 | 140 | 150 | 152 | 155 | 140 | 152 | 135 | 145 | 500 | 145 |
| 210 | 202 | 205 | 205 | 200 | 220 | 205 | 220 | 220 | 215 | 230 | 400 | 240 |
| Ms.EX | Knocker | Dogfish | Cornfish | Sgt.Alon | Captain | Hermit | G.Sage | Rackgorn | Patriot | Fighter | Wirearm | Needle |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 190 | 150 | 160 | 160 | 400 | 200 | 180 | 190 | 250 | 220 | 260 | 270 | 150 |
| 220 | 210 | 205 | 105 | 280 | 260 | 250 | 250 | 220 | 270 | 200 | 310 | 280 |
| 140 | 160 | 130 | 130 | 175 | 165 | 155 | 170 | 130 | 190 | 150 | 180 | 175 |
| 235 | 245 | 220 | 220 | 260 | 240 | 235 | 245 | 220 | 215 | 255 | 250 | 240 |
| Flybot | Skygazer | Baljan1 | Ball | Stick | Combined | Facewall | Catcher | Trickart | Destron | Flamedon | Evilrat | Sumokong |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 220 | 230 | 820 | 250 | 260 | 510 | 800 | 250 | 280 | 720 | 700 | 180 | 350 |
| 300 | 290 | 380 | 300 | 300 | 300 | 335 | 320 | 340 | 380 | 400 | 1320 | 305 |
| 175 | 180 | 185 | 180 | 185 | 285 | 190 | 165 | 185 | 195 | 185 | 180 | 185 |
| 245 | 255 | 245 | 250 | 240 | 260 | 255 | 215 | 260 | 240 | 265 | 275 | 255 |
| Eyebeam | Pittfish | Bostang | Graycrab | Soafish | Tempest | Hectopus | Mokofish | Twinhawk | Unirat | Roterbee | Stingeye | Omnibot |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 190 | 220 | 210 | 240 | 230 | 650 | 235 | 225 | 220 | 260 | 260 | 270 | 320 |
| 310 | 330 | 300 | 270 | 300 | 290 | 300 | 295 | 280 | 350 | 350 | 335 | 360 |
| 180 | 185 | 190 | 205 | 190 | 190 | 170 | 195 | 195 | 210 | 210 | 250 | 190 |
| 285 | 295 | 280 | 275 | 280 | 260 | 270 | 285 | 300 | 300 | 300 | 305 | 305 |
| Stinger | Baljan2 | Eyebot | Big Zip | RedGang | Ascetic | Artman | Brafman | Airdiver | Mindeat | Striker | Alonso | Jarmu |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| 255 | 820 | 520 | 800 | 680 | 520 | 850 | 850 | 900 | 420 | 510 | 297 | 624 |
| 355 | 420 | 370 | 350 | 300 | 300 | 400 | 400 | 650 | 450 | 520 | 84 | 160 |
| 190 | 190 | 190 | 205 | 200 | 200 | 230 | 230 | 225 | 220 | 245 | 28 | 52 |
| 315 | 290 | 315 | 320 | 335 | 325 | 295 | 295 | 340 | 335 | 305 | 35 | 70 |
| Renegade | Gardian | Garana | Bubbly | Lokiarn | Adm.Alon | Gabrid | Doth | Zaygos | Kaymat | | | |
|  |  |  |  |  |  |  |  |  |  | | | |
| 110 | 520 | 600 | 1500 | ? | 1500 | 2000 | ? | ? | ? | | | |
| 218 | 290 | 220 | 220 | ? | 415 | 420 | ? | ? | ? | | | |
| 71 | 80 | 175 | 170 | ? | 198 | 275 | ? | ? | ? | | | |
| 108 | 165 | 215 | 220 | ? | 295 | 300 | ? | ? | ? | | | |

WEAPONS

ATT ATTACK POINT
DEF DEFENSE POINT
SPE ... SPEED
USER PERSON WHO CAN USE THIS ITEM

| NAME | ATT | DEF | SPE | USER | COMMENT |
|--------------------|-----|-----|-----|---------|---|
| Kn (knife) | 2 | 0 | 0 | 1/2 | You will begin with this weapon. |
| Dagger | 4 | 0 | 0 | 1/2/5 | None |
| Bow | 6 | 2 | 0 | 1/2/4 | None |
| Pickaxe | 7 | 0 | 0 | 1/6/11 | None |
| Light sw (sword) | 10 | 0 | 0 | 1 | None |
| Mid sw | 15 | 0 | 0 | 1 | None |
| Bmg (boomerang) | 8 | 0 | 0 | 2/13 | None |
| Gauntlet | 13 | 8 | 0 | 2/17 | This will increase your Defense Power. |
| Heavy sw | 20 | 0 | 0 | 1/15 | None |
| Pwr bmg | 12 | 0 | 0 | 2 | None |
| Aybro sp (spear) | 25 | 7 | 0 | 1 | None |
| Sword st (staff) | 18 | 0 | 0 | 2 | None |
| Btl ct (cutter) | 16 | 0 | 0 | 2/14/18 | You can attack a group of enemies with this. |
| Mgt | 28 | 16 | 0 | 1/2/6 | None |
| Life wh (whip) | 35 | 0 | 0 | 2/24 | Increases your HP by half the enemy's damage. |
| HST | 80 | 0 | 16 | 1/21 | None |
| Gomutai | ? | ? | ? | ? | This is a very hard-to-find sword. |
| Tonfa | 5 | 0 | 0 | 12 | Use this weapon if you practice martial arts. |
| Kormu sw (present) | 40 | 0 | 0 | 1 | This sword is the subject of many legends. |
| Kormu sw (past) | 85 | 0 | 0 | 1 | You will find this sword in the past. |
| Para kn | 3 | 0 | 0 | 2 | The enemy is paralyzed by this sword. |
| Pray st | 30 | 0 | 0 | 2/20 | This club will banish nearby evil spirits. |
| Sph sw | 50 | 0 | 0 | 2 | You can use this like a key in some places. |
| Psych bm (beam) | 40 | 0 | 0 | 1/2 | None |
| Flame th (thrower) | 50 | 0 | 0 | 1/28 | Attack all enemies with this flame thrower. |
| Rgn sw | 88 | 0 | 0 | 1 | None |
| Tdr sa (saber) | 70 | 0 | 0 | 1/2 | This fires bolts of lightning at all enemies. |
| Pht cn (cannon) | 20 | 0 | 0 | 1 | None |
| Anq sw | 39 | 0 | 0 | 20 | None |
| Club | 1 | 0 | 0 | 3 | None |
| Wh | 6 | 0 | 0 | 3 | None |
| Shovel | 5 | 0 | 0 | 6 | A mining worker is skilled with this weapon. |
| Com kn | 12 | 0 | 0 | 7 | You can damage a group of enemies with this. |
| Blkjack | 30 | 0 | 0 | 7 | None |
| Compact | 1 | 0 | 0 | 8 | None |
| Psn nd (needle) | 0 | 0 | 0 | 10 | Use this on an enemy to paralyze him. |
| Glow bow | 15 | 0 | 0 | 2/16 | This will damage a group of enemies. |
| Demon wh | 11 | 0 | 0 | 18 | This will damage a group of enemies. |
| G tree | 15 | 0 | 0 | 19 | This will damage a group of enemies. |
| R crag | 32 | 0 | 0 | 19 | None |
| Seed sw | 70 | 0 | 0 | 22 | This is a good weapon for children. |
| Z eraser | 40 | 0 | 0 | 23 | You can attack a group of enemies with this. |
| Giga sw | 60 | 0 | 0 | 27 | None |
| Eng bm | 50 | 0 | 0 | 28 | None |
| Eng drw (drain) | 20 | 0 | 0 | 29 | This will damage a group of enemies. |
| Blood wh | 45 | 0 | 0 | 2/29 | None |
| Blow gn | 25 | 0 | 0 | 10 | None |
| Msl (missile) | 60 | 0 | 0 | 28 | This will damage a group of enemies. |
| Bow gn (gun) | 65 | 0 | 0 | 29 | This is a more powerful weapon than Arrow. |
| Handbag | 1 | 0 | 0 | 8 | None |
| Sing st | 0 | 0 | 0 | 30 | You can immobilize your enemy with this. |
| Razor | 9 | 0 | 0 | 17 | None |
| Life Cor (corsage) | 15 | 0 | 0 | 2/24 | One person completely recovers HP with this. |

SHIELD/RING

| NAME | ATT | DEF | SPE | USER | COMMENT |
|------------------|-----|-----|-----|------|---|
| Wood sh (shield) | 0 | 9 | 0 | 1 | None |
| Light sh | 0 | 12 | 0 | 1 | None |
| Fire sh | 0 | 15 | 0 | 1/14 | Shoot a flame from this at one enemy. |
| Evil sh | 0 | 21 | 0 | 1/15 | A whirlpool pours out to suck down one enemy. |
| Good sh | 0 | 51 | 0 | 1/22 | This is best used by a child. |
| Gabni sh | 0 | 52 | 0 | 1/23 | Heals immobility, confusion and paralysis. |
| Rft sh | 0 | 31 | 0 | 1 | You are protected from enemy spells by this. |
| Anq sh | 0 | 24 | 0 | 20 | None |
| Sph ring | 0 | 30 | 0 | 2 | Use this to attack the enemy with lightning. |

Abbreviation codes: ar (armor), bl (bottle), bm (beam), bmg (boomerang), bt (boots), cd (card), cl (clothes), cn (cannon), cor (corsage), cr (crown), ct (cutter), dor (door), drs (dress), drw (drain), fth (feather), gn (gun), go (gown), h (hat), hl (helm), ht (helmet), jk (jacket), kn (knife), lth (leather), mk (mask), msg (message), mt (met), nd (needle), orn (ornament), rb (robes), sa (saber), sc (scales), sh (shield), sh (shoes), sk (spike), sp (spear), st (staff), sw (sword), tg (tights), th (thrower), wh

ARMOR

| NAME | ATT | DEF | SPE | USER | COMMENT |
|--------------------|-----|-----|-----|---------------|--|
| Lth (leather) | 0 | 13 | 0 | 1/4 | None |
| Light ar (armor) | 0 | 16 | 0 | 1 | None |
| Light drs (dress) | 0 | 15 | 0 | 2/9 | None |
| Mid ar | 0 | 19 | 0 | 1/13/14 | None |
| Mid drs | 0 | 18 | 0 | 2/17 | None |
| Heavy ar | 0 | 22 | 0 | 1/15 | None |
| Pow drs | 0 | 21 | 0 | 2 | One member can recover 300 HP with this. |
| Uniform | 0 | 12 | 0 | 1/3 | Wear this to school to learn magic spells. |
| Sacr drs | 0 | 12 | 0 | 2 | None |
| St rb (robes) | 0 | 27 | 0 | 2 | None |
| Drem drs | 0 | 31 | 0 | 2/24 | Wear this to immobilize your enemy. |
| Storm ar | 0 | 58 | 0 | 1/21 | This is a rare and ancient form of armor. |
| Bib | 0 | 49 | 0 | 1/2/22 | None |
| Adult cl (clothes) | ? | ? | ? | ? | None |
| Kormu ar (present) | 0 | 29 | 0 | 1 | Many legends are told about this armor. |
| Kormu ar (past) | 0 | 60 | 0 | 1 | You can find this armor in the past. |
| Sph gown | 0 | 42 | 0 | 1/2 | This works like a key in some places. |
| Cosmo cl | 0 | 44 | 0 | 1/2 | One person can recover HP completely in these. |
| Anq ar | 0 | 28 | 0 | 20 | None |
| Fly jk (jacket) | 0 | 13 | 2 | 5 | None |
| Work cl | 0 | 14 | 0 | 6/11 | None |
| Com cl | 0 | 29 | 0 | 7/10/19/25/26 | None |
| Body drs | 0 | 10 | 0 | 8 | Only women may wear this powerful armor. |
| Rain cl | 0 | 16 | 0 | 16 | A member can recover 300 HP wearing this. |
| HTH cl | 0 | 17 | 0 | 12 | Martial art masters wear this type of armor. |
| Ener cl | 0 | 34 | 0 | 23 | One member can recover 800 HP wearing this. |
| Soa's ar | 0 | 49 | 0 | 27 | A person can recover HP completely with this. |
| Bat cl | 0 | 49 | 0 | 29 | None |
| Power rb | 0 | 54 | 0 | 30 | The Attack Power of wearer increases. |
| Actor cl | 0 | 0 | 0 | 18 | These are specially made for vaudevillians. |

SHOES

| NAME | ATT | DEF | SPE | USER | COMMENT |
|------------------|-----|-----|-----|------------|---|
| Toe bt (boots) | 0 | 2 | 2 | 2 | None |
| Short bt | 0 | 3 | 3 | 1/2/4/6/11 | None |
| Middle bt | 0 | 3 | 4 | 1/2/17 | None |
| Long bt | 0 | 4 | 22 | 1/2/14/15 | None |
| Knife bt | 10 | 6 | 5 | 1/26 | Wear these to increase your Attack Power. |
| Mesh tg (tights) | 8 | 6 | 6 | 2 | These also improve the wearer's Attack Power. |
| Wn dr sh | 12 | 7 | 8 | 2/24 | None |
| Sh soles | 2 | 2 | 5 | 1/2/22 | None |
| Lth sh | 0 | 3 | 6 | 1/2 | None |
| Sph bt | 0 | 12 | 12 | 2 | These shoes work like keys in some places. |
| Grvt y bt | 15 | 11 | 11 | 1/2 | The Attack Power of all members increases. |
| G heels | 2 | 3 | 5 | 8 | None |
| H heels | 5 | 0 | 7 | 9 | None |
| Com bt | 7 | 6 | 5 | 10/27 | None |
| Anq bt | 7 | 7 | 0 | 20 | None |
| Svn bt | 7 | 8 | 0 | 21 | These increase the Agility of all members. |
| Com sk (spike) | 0 | 8 | 7 | 1/2/23 | None |
| Wood bt | 0 | 1 | 0 | 1/2 | None |
| Iron bt | 30 | 0 | 0 | 12 | Increase your Attack Power by wearing these. |
| Cosmo bt | 0 | 9 | 10 | 2 | None |

HELM

| NAME | ATT | DEF | SPE | USER | COMMENT |
|---------------------|-----|-----|-----|----------|--|
| Lth h (hat) | 0 | 4 | 0 | 1/2/4/27 | None |
| Ht (helmet) | 0 | 5 | 0 | 1/6/11 | None |
| Powermet | 0 | 6 | 0 | 1/14/15 | None |
| Hair orn (ornament) | 8 | 14 | 0 | 2/24 | None |
| Rage ht | 0 | 23 | 0 | 1/2 | Lightning from this blasts an enemy group. |
| Sun hl | 0 | 24 | 0 | 1 | This lashes a group of enemies with flame. |
| Kormu ht (present) | 0 | 10 | 0 | 1 | A great many stories are told of this helm. |
| Kormu ht (past) | 0 | 25 | 0 | 1 | Time warp back to find this special helm. |
| Learn h | 0 | 3 | 0 | 1 | You can find this at the Magic school. |
| Fth h | 0 | 4 | 0 | 1/5/9 | None |
| Sph cr (crown) | 0 | 18 | 0 | 2 | This helm will work as a key in some places. |

| | | | | | |
|-------------------|---|----|----|---------|---|
| Cosmo mt (helmet) | 0 | 17 | 0 | 1/2 | None |
| Anq hl | 0 | 9 | 0 | 1/20 | None |
| Com mt | 0 | 12 | 0 | 7/10/26 | None |
| GH orn | 0 | 3 | 0 | 8 | None |
| Face mk (mask) | 5 | 14 | 0 | 21 | Children should wear this helmet. |
| Fln mt | 0 | 15 | 0 | 23 | None |
| Soa's cr | 0 | 7 | 0 | 30 | You can shoot lightning at enemies with this. |
| Wing h | 0 | 12 | 10 | 29 | None |

ITEM

| NAME | COMMENT | NAME | COMMENT |
|-----------------|---|-------------------|--|
| Medicine | The one using this will recover HP. | Earth cd (card) | Improves your skill with the Spirit of Earth. |
| MiniBl (bottle) | This restores 300 HP to one person. | Water cd | Improves your skill with the Spirit of Water. |
| HighBl | One person recovers 800 HP with this. | Fire cd | Improves your skill with the Spirit of Fire. |
| MegaBl | The user of this recovers all HP. | Sky cd | Improves your skill with the Spirit of Sky. |
| GigaBl | This restores HP completely to all members. | Light cd | Improves your skill with the Spirit of Light. |
| AntiBl | Cure poison or paralysis with this. | Hvn cd | Improves your skill with the Spirit of Heaven. |
| BombBl | Use this to destroy enemies. | Heart cd | Improves your skill with the Spirit of Heart. |
| Fl dor (door) | This will help you leave a dungeon. | Sph cd | Improves your skill with the Spirit of Sphere. |
| Home dor | Warp to a place you've already visited. | Tools | You will need this to repair something. |
| Pro ball | You can bypass weak enemies with this. | Map | This shows your location on the map. |
| S tavern | Use this to recall a former member. | Navdex | The pass takes you through a certain gate. |
| P faces | This will improve your Luck. | Stf gubo | GRazav, a soldier, has this. |
| P tears | Your Strength increases with this. | Actr cl (cloth) | This changes a person into a vaudevillian. |
| S sweat | This item will raise your HP. | Natrec | Mouth, a soldier, has this. |
| G milk | This boosts your Strength. | Sct msg (message) | Get this from the resistance members. |
| P fth (feather) | Your Agility is increased by this. | G lips | A girl in Conshiuto has this. |

MAGIC SPELLS

FOR OFFENSE
FOR SUPPORT OF OFFENSE
FOR DEFENSE
FOR HEALING
OTHERS

1... Earth
2... Fire
3... Heart
4... Air
5... Light
6... Sky
7... Sphere
8... Water

| NAME | HIT POINT CONSUMPTION | SPIRITS | EFFECT OF EACH SPELL |
|---------|-----------------------|---------|---|
| FireS | 12 | 2 | Use this to attack an enemy with a fireball. |
| FireG | 18 | 2/7 | This spell throws a fireball at a group of enemies. |
| FireA | 28 | 2/4 | Cast this spell to crisp all enemies with a fireball. |
| BoltS | 18 | 5 | Use this to attack an enemy with lightning. |
| BoltG | 24 | 5/6 | This spell shoots lightning at a group of enemies. |
| BoltA | 28 | 4/5 | Cast this spell to electrify all enemies with lightning. |
| BreakS | 24 | 6 | Use this to attack an enemy with a whirlpool. |
| BreakG | 30 | 6/8 | This spell rolls a whirlpool at a group of enemies. |
| BreakA | 36 | 3/6 | Cast this spell to drown all enemies in a whirlpool. |
| Storm | 100 | 7/8 | A blizzard engulfs your enemies when you use Storm. |
| Heat | 95 | 2/6 | This spell will bake your enemies in a heat wave. |
| Bury | 110 | 1/4 | The better your skill, the more enemies this will bury. |
| LStorm | 120 | 4/8 | Cast the L Storm spell to stir up a lethal tornado. |
| Crush | 130 | 3/7 | Attack one or more flying enemies with Crush. |
| DeathS | 20 | 3/5 | Use this to create a black hole to suck in enemies. |
| Blow up | 80 | 2/5 | This dynamite spell causes a powerful explosion. |
| DeathA | 5 | 2/8 | Still the hearts of all your enemies with Death A. |
| Spirit | 250 | 1-8 | This spell summons the power of the eight Spirits. |
| Daze | 60 | 5/8 | Cast the Daze spell to confuse the enemy. |
| Freeze | 24 | 7 | Immobilize your enemy with Freeze. |
| DFdown | 60 | 6/7 | DF Down drops an enemy's defense. |
| TakeHP | 2 | 2/3 | Use this to steal the enemy's HP for yourself. |
| STup | 70 | 1/6 | This increases the Attack Power of one member. |
| SPup | 32 | 1/7 | SP Up improves the Agility of one member. |
| DFup | 55 | 8 | Cast DF Up to strengthen your party's defense. |
| Wall | 70 | 1/8 | Call up a powerful shield with the Wall spell. |
| MGwall | 40 | 4/7 | MG Wall reduces the strength of enemy spells. |
| ATback | 30 | 3/4 | This spell gives half of your damage to the enemy. |
| AT S | 1 | 1/2 | Draw enemy attacks to yourself with this spell. |
| MGdown | 50 | 5/7 | Nullify enemy spells with MG Down. |
| AntiPS | 4 | 1 | AntiPS counteracts the effects of poison. |
| Heal up | 8 | 1/5 | Cast Heal Up to cure immobility, paralysis and confusion. |
| DeathP | 100 | 1/3 | This restores everyone's HP, but knocks the user out. |
| Warp | 80 | 4/6 | Use this to warp to the last place you visited. |
| Escape | 100 | 4 | The Escape spell gets you out of a dungeon. |
| Peace | 60 | 3 | Peace prevents weaker enemies from bothering you. |
| Hire | 150 | 3/8 | Cast the Home spell to recall old members. |

Abbreviation codes: A: all (entire), S: single, G: group, P: player (member of team), HP: hit point, ST: strength, SP: speed, DF: defense, MG: magic, AT: attack, PN: poison.

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